

How to Load the Game

Written entirely in assembler, the game needs no cartridges and runs on any Atari computer with at least 48K of memory and a disk drive. To load the program into the computer, follow these steps:

1. Turn the computer off and remove any cartridges from the cartridge slot.
2. Turn on the disk drive.
3. When the busy light goes out, open the disk drive door and insert the program diskette with the label face-up and in the right-hand corner nearest you.
4. Turn on the computer and TV set. If you have an Atari 800XL, hold down the option key.

The program loads and starts within one minute.

Note: Leave the diskette in the drive after loading; the program needs to access the diskette during the game.

Mid-Game Options

The following options begin from the game stopped menu (see page 21 of the rule book).

SAVE GAME OR RESTORE SAVED GAME

Saving the game records all the information necessary for the computer to restart it later at the same point you left off: same turn, same positions, casualties, morale values, options, even orders. You can save the game at any point. This is useful if you aren't done playing but have to leave for some reason. You can also save the game if you want to experiment with different strategies; you can see what happens with one plan, then go back to an earlier point and try something else instead.

To save a game, you need a diskette formatted by Atari DOS.

To Save a Game: Press **(1)** on the game stopped menu. The computer will ask you for the number of the disk drive to save the game on and for the version number. The version number is used so you can save more than one game on a disk, using different version numbers. Press **(RETURN)** to use the default value (in brackets). If you make a mistake, press **(ESC)**.

When the computer tells you, insert the diskette you want to save the game on and press **(RETURN)**. (If you have only one disk drive, you will have to remove the program diskette before inserting the game-save diskette.)

The game is saved in two files, labeled **GAMESAVE.OXX** and **VARIABLE.OXX**, where **XX** is the version number; together, the two files take up 34 sectors.

Restoring a Saved Game: First, you must know the version number. If you can't remember it, enter Atari DOS and look at the disk directory. Then load the game program, pass through the option screen (the settings don't matter), and stop the game by pressing **(S)** twice. When the game stopped menu appears, press **(2)**.

The computer will ask for disk drive and version numbers. When it tells you to, insert the disk the game is saved on and press **(RETURN)**. The game will load; the restored game begins at the same point at which it was saved.

SAVING AND ENTERING MOVES

This procedure is used mostly when playing by mail. You can save your moves and send them (or give them) to your opponent. It can also be used to save you the trouble, if you have a favorite opening move, of entering it by hand each time you play.

Saving a Move: A Union move can be saved at any time during the Union turn; a Confederate move can be saved at any time during the Confederate or following Union turn. Note that it is possible to save the computer's move, if the computer is the Confederate player. Press **[3]** on the game stopped menu to save a Union move and **[4]** to save a Confederate move. The procedure is the same as for saving a game. Union moves are saved under the file name UNION YY.0XX, where YY is the current turn number (supplied by the computer) and XX is the version number. Confederate moves are saved as REBEL YY.0XX. The file takes 13 sectors.

Entering a Move: You can enter a move (which you have previously saved) at the same times given above for saving moves. Press **[5]** on the game stopped menu to enter a Union move and **[6]** to enter a Confederate move. You have to know the version number; the computer uses the current turn for the turn number. (If you try to enter a move on the wrong turn, you will get either the wrong move or none at all.)

A move should only be entered if the current game positions are identical to the positions when the move was saved. The move entered includes the starting positions, strengths, etc., of all units on the side. If these are the wrong values for the current game, strange events may happen, like units suddenly jumping several hexes, starting on top of enemy units, etc.

Note: You can save the computer's move if it is playing the Confederates. Just save the Confederate move during your (Union) turn. If you later enter this move during a Confederate turn of another game, the units' orders will not be displayed (the computer doesn't have to look at its orders), but they are entered and will be resolved.

PLAYING BY MAIL

The procedure for playing by mail is fairly simple, but a limited amount of organization is necessary. Both players need a computer and a copy of the game, plus at least two formatted disks.

Here is the procedure for turn 1.

Confederate Player:

1. Start the game, pick options (including a two-player game), and, before entering any orders, save the game.
2. Enter your orders and save the Confederate move twice: once on the same disk and once on a different disk.
3. Give the second disk to the Union player.

Union Player:

1. Start the game, pick the same options as the Confederate player, and save the game.
2. Skip the Confederate turn by pressing **[Q]** twice.
3. Enter your orders and save the Union move twice: once on the same disk and once on a different disk.
4. Give the second disk to the Confederate player.

Both Players:

1. When you get your opponent's move, start the game and restore the saved game from disk.
2. Press **(Q)** twice to begin the Union turn.
3. Enter both sides' orders from disk.
4. Press **(Q)** twice to begin turn resolution.
5. When the next turn begins, save the game immediately.

Further Turns: Both players follow the same procedure outlined above except that step 1 for the Confederate and Union players becomes:

1. Start the game, press **(ESC)** to leave the option screen, and restore the saved game.

For simplicity, you can always save everything as version 1. This will give you only one set of files for the saved game, and one set per turn for each player's turn. If you like, you can save each turn of the game as a different version; this will give you a complete record of the play of the game, although you must remember which version to restore each turn.

Some degree of trust is required when playing by mail; since players can change options without the enemy's knowledge, there might be a temptation to look at the enemy's positions by changing the visibility option. Any other changes, however, will cause increasing discrepancies between positions in the two games.

STARTING A NEW GAME

You can start a new game on the Atari 400 and 800 (not XL models) by pressing **(7)** on the game stopped menu. This skips the opening screens and goes straight to the options menu (after loading the program).

